



Advantage of Persistent Memory from Operational Perspective

Northern California Oracle Users Group – Summer 2021

Speakers

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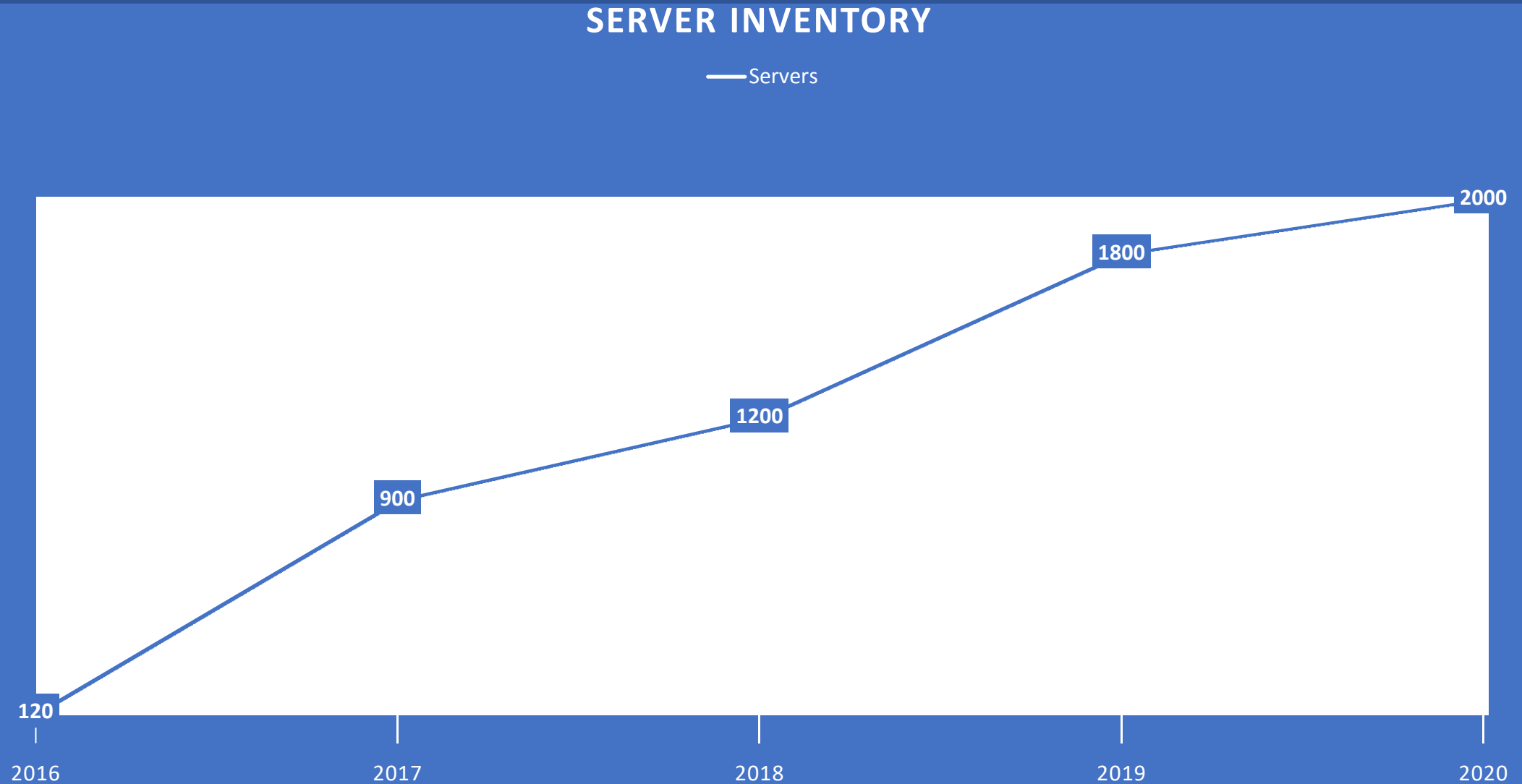
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Content

- Aerospike Footprint at PayPal
- Aerospike DB Architecture
- Persistent Memory Advantage
- Aerospike HW Configuration at PayPal
- Operational Benefits of PMEM

Aerospike - 5 Years Journey

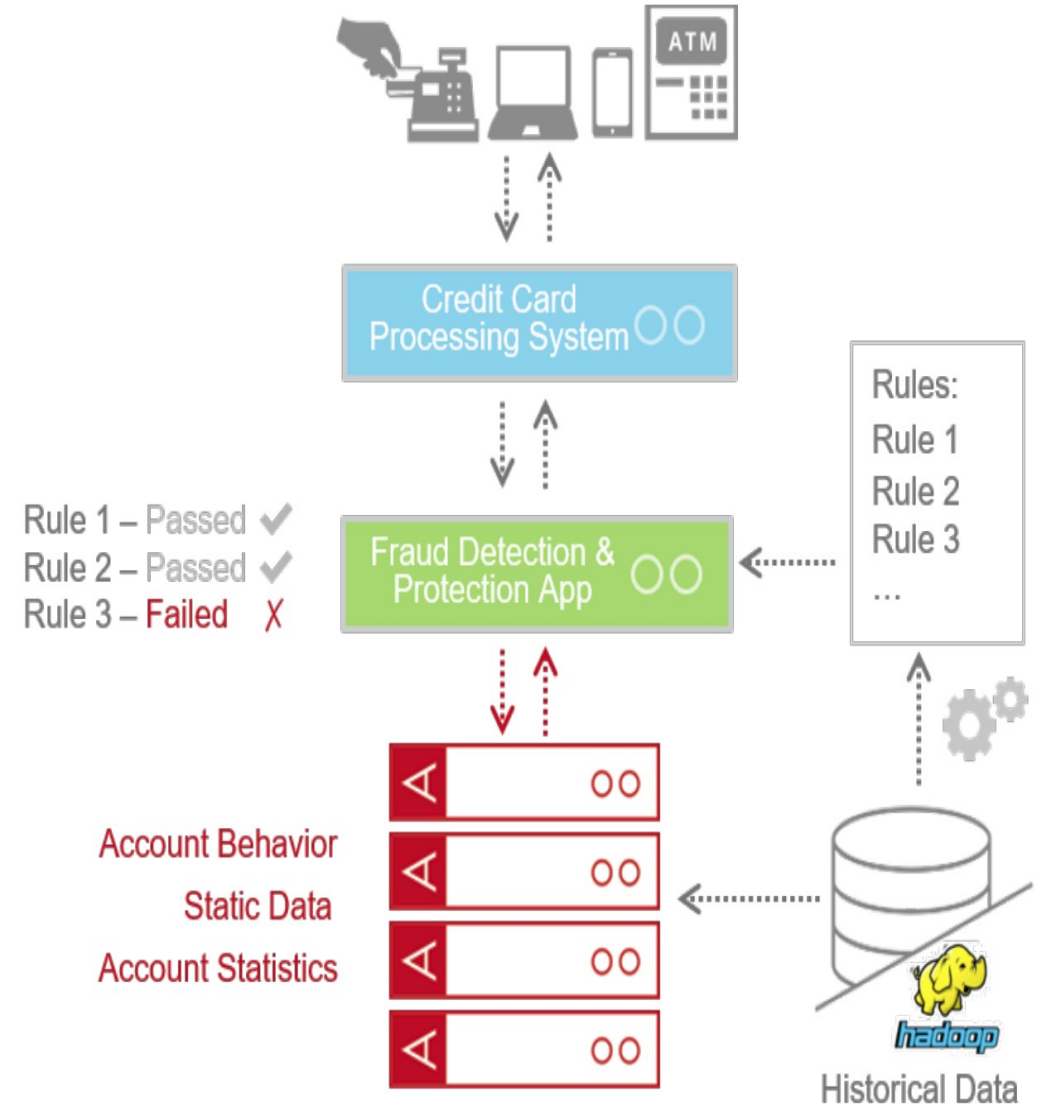


Use cases

- Fraud detections
- Compliance checks
- Graph relationships
- Mobile device fingerprints
- Event histories

Fraud Detection

- Powering Global Fraud Prevention Network
 - \$280 B Payments annually
- Replaced Terracotta Server Array Cache
 - Reduced server footprint by 15x
- Improved SLAs
 - 30x reduction in false positives
- Increased revenue
 - 10x improvement in fraud calculation data used

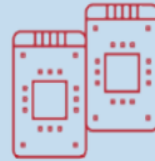


Hybrid Memory Architecture

Aerospike Hybrid Memory Architecture™

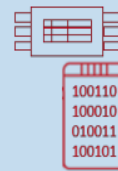


Flash Optimized
Storage Layer



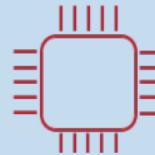
✓ Significantly higher
performance & IOPS

Storage indices in DRAM
Data on optimized SSD's



✓ Predictable Performance
regardless of scale
✓ Single-hop to data

Multi-threaded
Massively Parallel



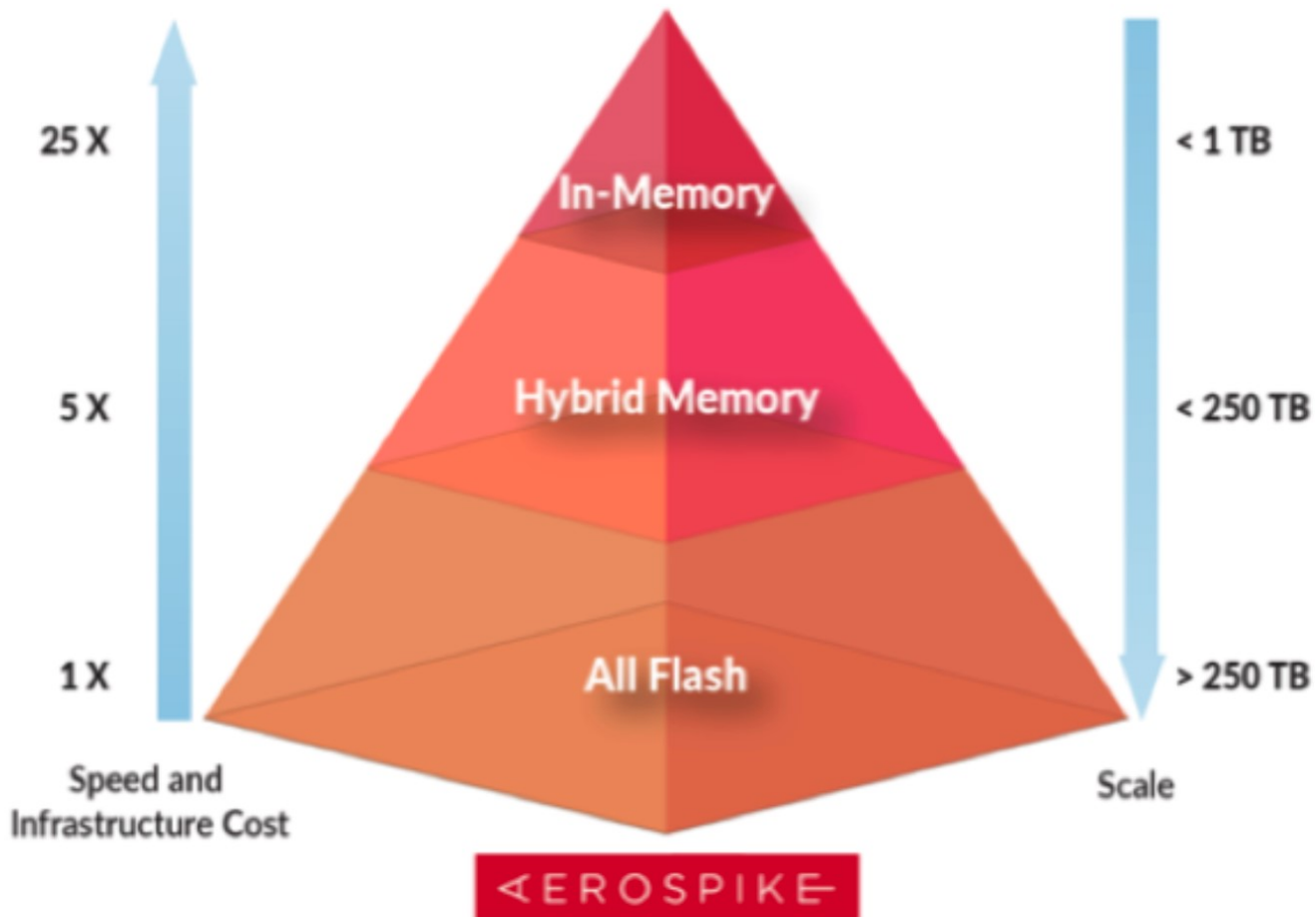
✓ 'Scale up' and 'Scale out'

Self-healing
clusters



✓ Superior Uptime,
Availability and Reliability

Hybrid Memory Architecture



Aerospike's Tiered Architecture is unique

- In-Memory
- Hybrid Memory
- All Flash

Main Challenges

- Growing cost of supporting data volume growth
- Maintaining performance
- Operational efficiency
 - Time to failure detection
 - Time to recovery
 - Compliance with security requirements
e.g. OS patching

Solution – Persistent Memory

- A type of non-volatile media that fits in a standard DIMM (memory) slot
- It's slower than DRAM, but provides higher throughput than NVMe SSD
- Much larger capacities than DRAM and are less expensive per GB
- Still more expensive than NVMe SSD

Identical form factor as DRAM



Access methods

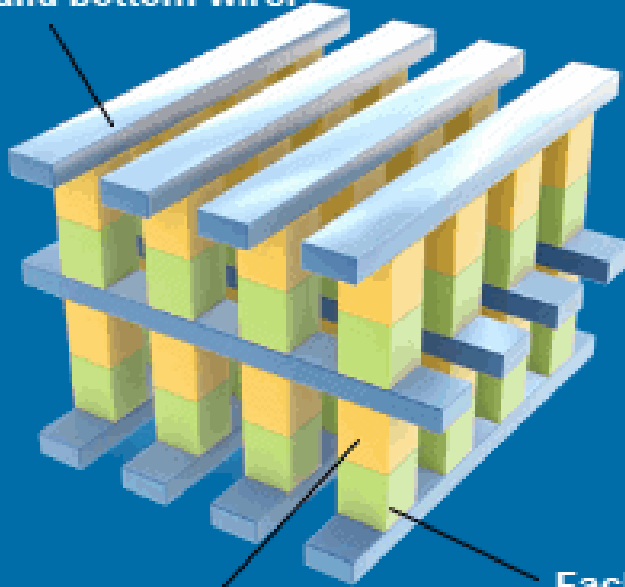
Block access, which operates like storage for app compatibility. In this configuration, data flows through the file system and storage stacks as normal.

Direct access (DAX), which operates like memory to get the lowest latency. You can only use DAX in combination with NTFS.

Solution – Persistent Memory

Perpendicular wires connect columns. An individual memory cell is addressed by selecting its top and bottom wire.

3D XPoint Structure



A Selector enables its memory cell to be written/read to without a transistor.

Each memory cell stores a single bit of data



Intel Optane Memory

How does PMEM works?

- Different storage physics: threshold switch, not transistor
- A bit is accessed by a current sent through the top and bottom wires touching each cell
- Cells can be stacked in three dimensions for higher capacity
- The cell can occupy either a high- or low-resistance state, representing a 1 or a 0
- Resistance state hold their values indefinitely, even when there is a power loss.
- For write operations, a specific voltage changes the resistance property of the selected cell
- For read operations, a different voltage is sent through to determine whether the cell is in a high- or low-resistance state

THE STORAGE MEDIA HIERARCHY

BYTE ADDRESSABLE

High performance, high endurance, high cost, low scalability, volatile

ns
GB

Volatile Memory (DRAM)

High performance, high endurance, high cost, medium scalability

Latency in microseconds,
capacity in GB

Persistent Memory (3D-Xpoint, MRAM)

BLOCK ADDRESSABLE

Good performance, variable endurance, medium cost, high scalability

Latency in microseconds,
capacity in TB

Solid State Media (SSDs)

Average performance, high endurance, low cost, high scalability

Latency in milliseconds,
capacity in TB

Mechanical Media (HDDs)

Poor performance, high endurance, low cost, high scalability

Latency in seconds,
capacity in TB

Sequential Media (Tape)

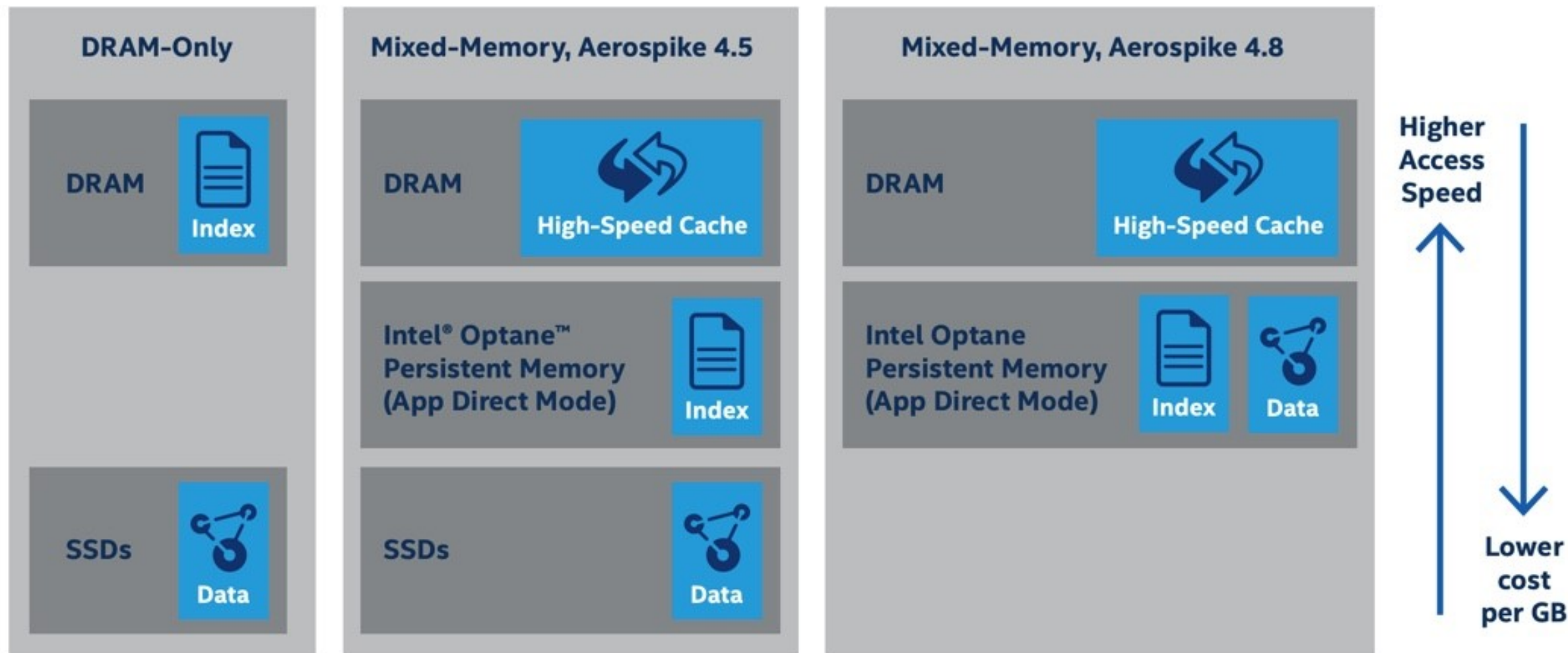
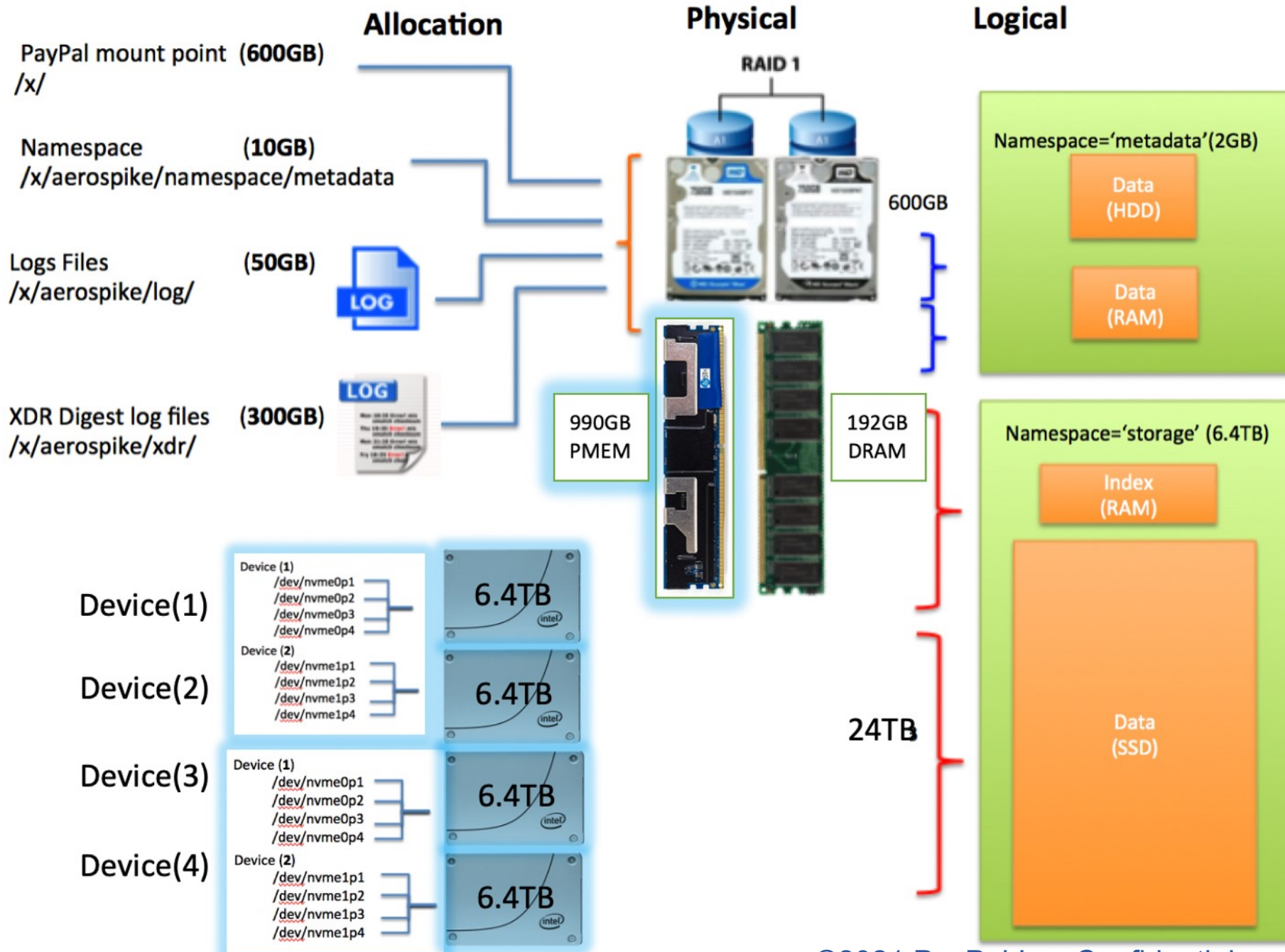


Figure 4. Evolution of Aerospike and Intel collaboration.

PMEM Vs SSD Vs DRAM: Performance Comparison

	DRAM	Intel Optane	Flash Memory (SSD)
Speed	Very Fast	Slower than DRAM, but much faster than flash memory	Slower than both DRAM and Intel Optane
Cost	Expensive	Costs less than DRAM but more than flash memory	Affordable
Volatile / Non-Volatile	Volatile	Non-Volatile	Non-Volatile
Latency	Low	Low	High
Reliability	High	Excellent read response times compared to flash-based drives	Low
Endurance	High	High	Low

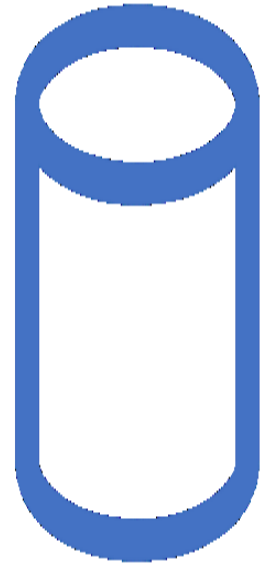


Aerospike Footprint - 2021

- 1300 Servers (down from 2600 servers old SKU)
- ~ 44 Racks (down from 60 racks)
- > 150 Clusters
- 10s teams
- > 10K clients app
- Supports 500+ developers

Aerospike Database Indexing with pmem [in seconds]

- **Storage Architectures (Recap)**
- **Index during maintenance operations**
- **Re-indexing with DRAM vs. Persistent Memory**
- **Stats with Persistent Memory**
- **Overall Gains using Persistent memory**



Storage Architectures

Storage Architectures:

- In-Memory
- All Flash
- Hybrid (Memory/Flash)

Challenge:

- Reboot times

• Index Content

INDEX = Digest (hash) + Write generation + Expiration time + Last update time + Storage address

*Digest – Fixed 20 bytes distributed hash representing a key.

• Storage Space needed for Index

INDEX = 64 BYTE data structure = 512 total addressable BIT(s) in DRAM per key.

• Index Persistence

Primary index is derived from the data itself and can be rebuilt from that data.

Index during maintenance operations

Indexes/Keys	Index Storage Type	Re-index Time
2 Billion	Shared Memory	40 Minutes
3 Billion	Shared Memory	60+ Minutes
2 Billion	Persistent Memory	10 seconds
5 Billion	Persistent Memory	28 seconds
13 Billion	Persistent Memory	58 seconds



Aerospike EE stores indexes in Linux shared memory (shmem)



But during OS reboots, Aerospike loses the indexes from shared memory ([DRAM](#)) and has to rebuild from Disk



The re-indexing time for typical 2B keys from Disk is **~40 minutes**



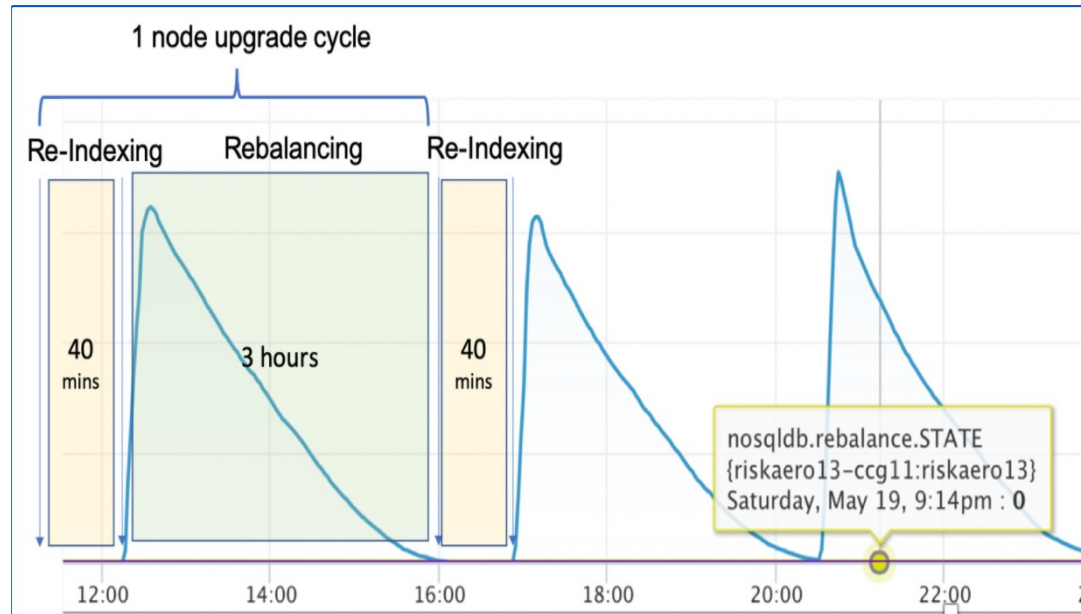
In a worst case, if there are needs to do full rebalance, then the time taken for full rebalance is on average 3-4 hours



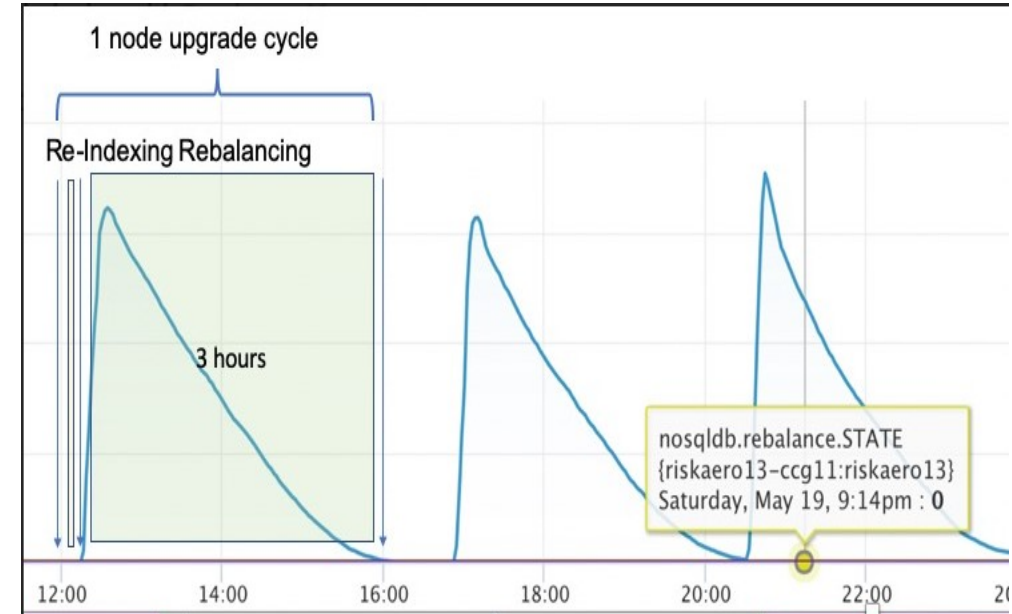
With **Persistent Memory**, full Indexing during reboots **~10 seconds**.

Reindexing with DRAM vs Persistent memory

Re-indexing + Full rebalance: ~3-4 hours avg depending on data density.



Full Indexing during reboots ~10 seconds.



OS patching improvements with persistent memory over DRAM

Total Cluster Groups: 56 (3 clusters each group)


Availability Zones: 3 - (Primary/LDR/DR)

Number of Servers: 1700

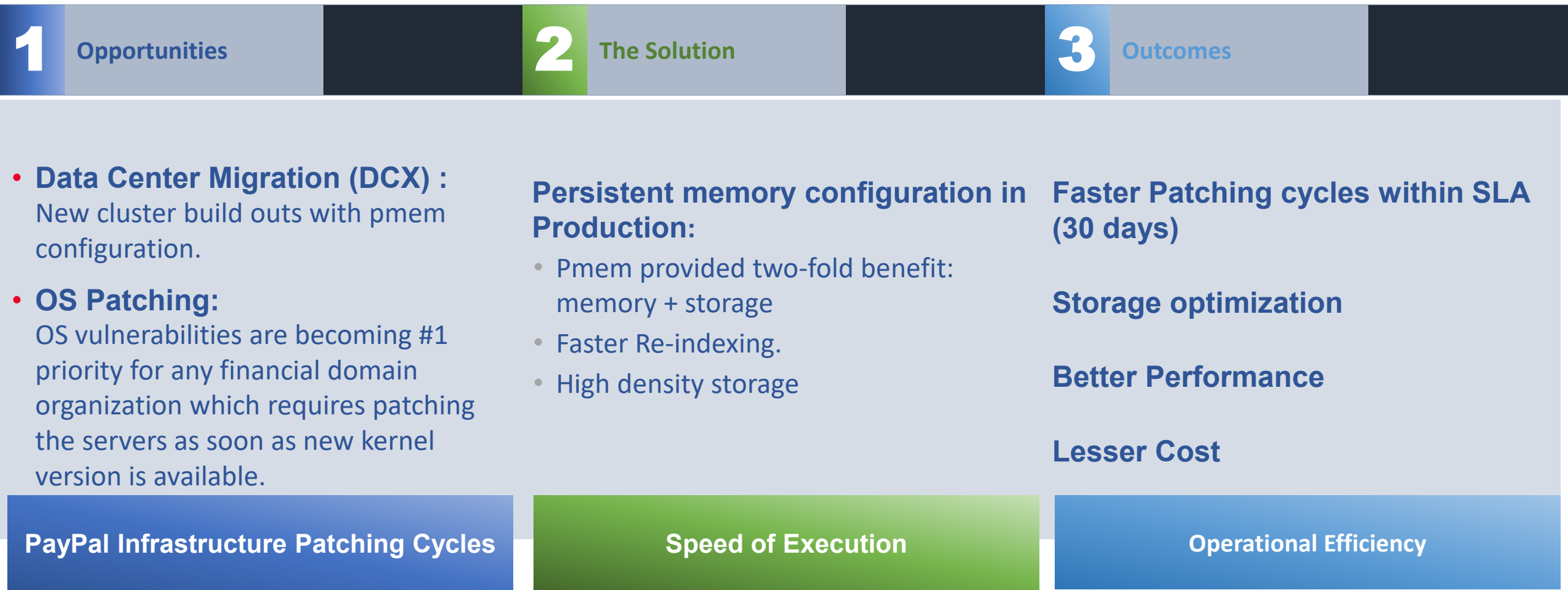
Number of Servers	DRAM (OS patching Duration)	PMEM (OS patching Duration)
One Server	1-2 hours	30-45 min
One Cluster (10 nodes)	10-12 hours	5-6 hours
1700 Servers	1700 hours (~75 days)	850 hours (~36 days)

TIME SAVED for the ENTIRE AEROSPIKE INVENTORY 2x

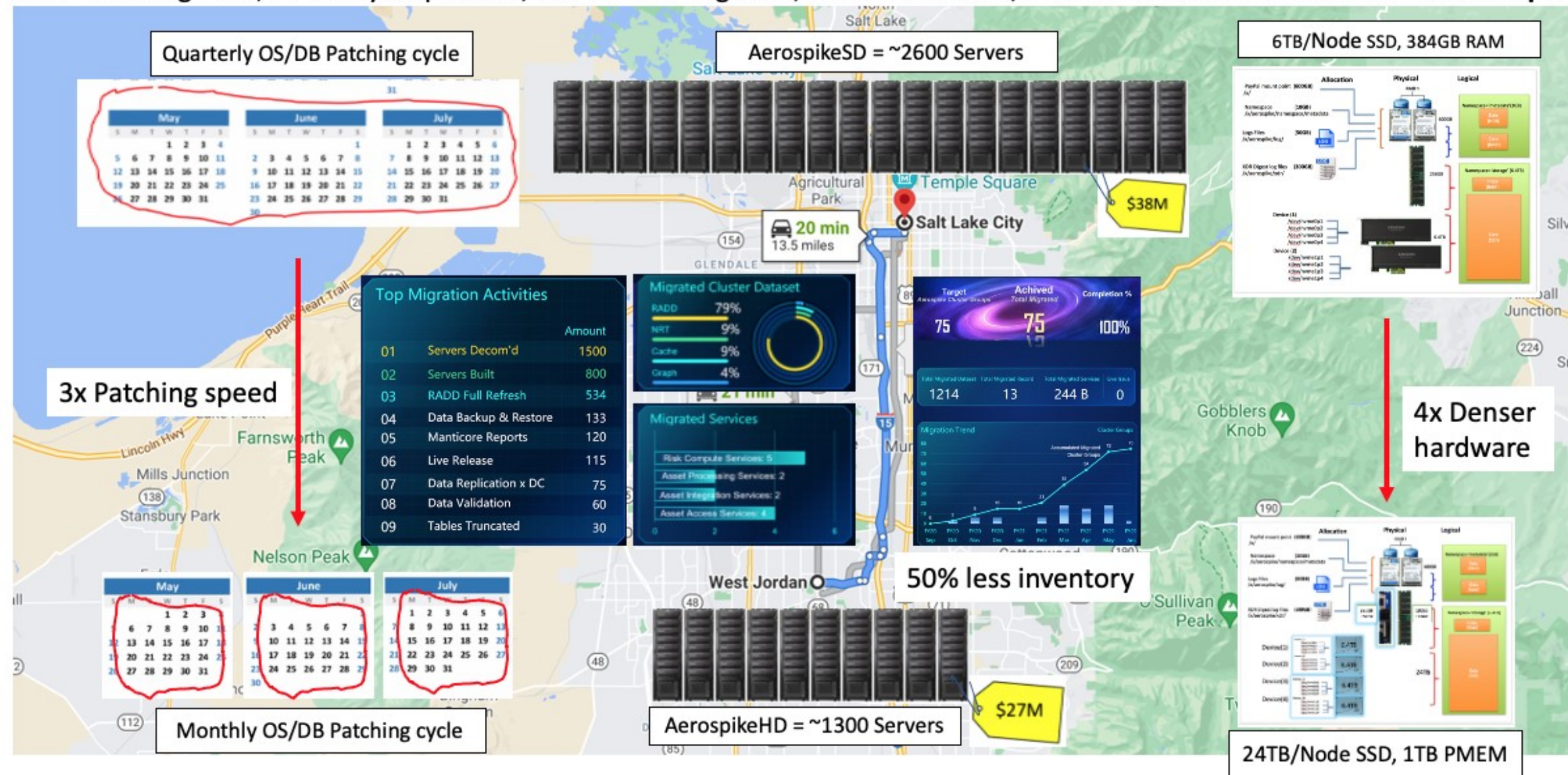
Environment Stats

	AerospikeSD	AerospikeHD	Improvement
Max Keys/Node	~2 Billion	~10 Billion	5x
Max Usable Storage/Node	3.2 TB	12.8 TB	4x
Nodes/Cluster	20	10	2x
Rack/Power/Space	20U	10U	2x
~Cost/ClusterGroup	~1.3M	~900K	30+% drop in price
Replication factor	2	3	Yes
Clusters/Rack	2	4	2x
ReIndexing Time	59 minutes	4 minutes	12x
Reboot+Reindex Time	1 hour	8 minutes	8x
Rolling software upgrade	10+ hours	~5 hours	Yes
Rolling OS upgrade	10+ hours	~6 hours	Yes
 Cluster Creation	11 minutes	11 minutes	No

Gains with Persistent Memory



75 clusters migrated, 244B keys replicated, 1214 tables migrated, 800 servers built, 1500 servers decommissioned - **0 ATB Impact**

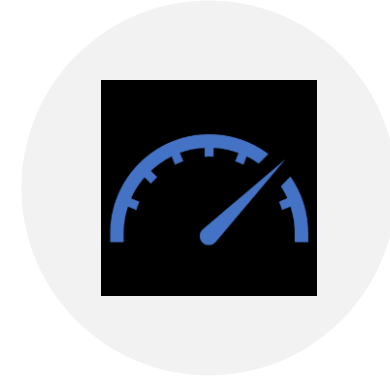


DCX Aerospike Project – 2020-2021

Conclusion



**PERFORMANCE AND COST ARE NOT
THE ONLY IMPORTANT
CONSIDERATION OF USING PMEM**



**OPERATIONAL CONSIDERATION HAS
FAR-REACHING CONSEQUENCE IN DATA
RECOVERY TIME AND OPERATIONAL
EFFICIENCY**



Thank You !

Questions??